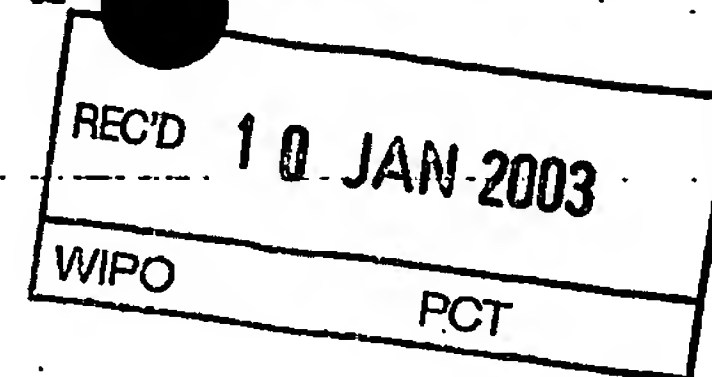




KONGERIKET NORGE  
The Kingdom of Norway

PCT/NO 02/00471

10/500048



10 Rec'd PCT/PTC 25 JUN 2004

Bekreftelse på patentsøknad  
nr

Certification of patent application no

2001 6372

Det bekreftes herved at vedheftede dokument er nøyaktig utskrift/kopi av ovennevnte søknad, som opprinnelig inngitt 2001.12.27

It is hereby certified that the annexed document is a true copy of the above-mentioned application, as originally filed on 2001.12.27

2002.12.13

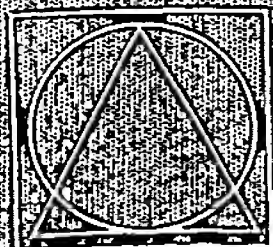
*Freddy Strømmen*

Freddy Strømmen  
Seksjonsleder

**PRIORITY  
DOCUMENT**

SUBMITTED OR TRANSMITTED IN  
COMPLIANCE WITH RULE 17.1(a) OR (b)

*Line Reum*  
Line Reum



**PATENTSTYRET**  
Styret for det industrielle rettsvern

1e PATENTBYRET

27. desember 2001

o:148624

EC/vw

01-12-27\*20016372

Søker:

Telefonaktiebolaget LM Ericsson

S-126 25 STOCKHOLM

SVERIGE

Oppfinnere:

Arild Wego

Måkeveien 4

3400 Lier

Pål Longva Hellum

Engertunet 3

1365 Blommenholm

Tittel:

Arrangement for å redusere minnebehovet i en svitsj

Fullmektig:

Oslo Patentkontor AS, Postboks 7007 M, N-0306 Oslo

## Field of the invention

The present invention is related to data nodes in communication networks, in particular to transmitting independent serial data streams through synchronous Time  
5 Division Multiplexing (TDM) switches.

## Background of the invention

The lower layer of communication networks like the connectivity layer in a core network of a cellular environment could be seen as a layer of distributed  
10 resources for managing data flows. Switches and multiplexers are some of the main components for this purpose. In complex communication networks managing data of different formats and varying data rates, it is of great importance that the construction of the components are  
15 flexible without being too complex.

Conventionally, the switches comprise a number of serial inputs and outputs. The data stream of one input may be directed in its entirety to a certain output line, or it may consist of a mixture of time division multiplexed data  
20 frames that are to be distributed to several outputs. The different lines may be running various interfaces e.g. E1, E2, E3 and STM-1 (figure 1). Additionally, the data speed of each input line may vary in a wide range. The transition of data frames in the switches is often executed by means  
25 of time slot buses located on the back plane of the switches.

A variant of such a switch is illustrated in figure 2. In this example switch, there are up to 32 serial input lines and 32 serial output lines. The possible data speed of each  
30 line should vary from 8kbit/s up to 45Mbit/s. The transmission of data is executed on one or more fast TDM buses, transporting the data frames on time slots preferably with a minimum delay.

A problem occurring in switches handling various line interfaces is that each line will need a memory for temporary storage of frames before and after the TDM buses. The higher data rate on each line, the higher the requirement for the storage capacity.

A synchronous digital TDM switch as described in [1] typically needs to store more than two frames of data on each line and in both directions (RX and TX). If such a digital switch shall be a general switch dimensioned for any data rates on any lines (i.e. from 64kbit/s and up to 45Mbit/s), a large amount of memory could be necessary unless some restrictions on how the memory access and allocation are established.

The straight forward way to transfer data coming from several data lines over a TDM bus is to allocate memory according to the maximum speed allowed on each line. If the maximum speed on each line is  $N$  bytes/frame, and the number of lines are  $L$ , then the required amount of memory needed is at least  $4 \times N \times L$  bytes (need to store at least 4 frames of data).

US 6,052,448 uses a method for reducing the amount of needed memory, but this is not done by dynamically allocation of the memory. If the maximum allowed transmission rate for each line is high, a large amount of memory is needed. Delays through the node will probably also be too high, often more than two TDM frames (250us).

### Summary of the invention

It is an object of the present invention to provide an arrangement that eliminates the drawbacks described above. The features defined in the claims enclosed characterize this method.

### Brief description of the drawings

In order to make the invention more readily understandable; the discussion that follows will refer to the accompanying drawings.

5 Fig. 1 is a block diagram illustrating an example of serial output/input lines with variable interfaces connected to a TDM bus, e.g. in a switch,

fig. 2 shows an example switch including its output and input ports and a TDM bus,

10 fig. 3 is closer view of the example switch of fig. 2 according to the present invention,

fig. 4 illustrates a buffer and its allocating pointers according to the present invention,

15 fig. 5 shows the three different buffers on the receiving side according to an embodiment of the present invention, including connection tables and their interaction with the TDM buses,

fig. 6 illustrates the timer parameters according to the present invention in relation with a frame,

20 fig. 7 illustrates an example of how the timers according to the present invention may control the time at which the bytes of a frame is to be transferred,

25 fig. 8 shows the three different buffers on the transmitting side according to an embodiment of the present invention including the connection table, and their interaction with the TDM buses.

### Detailed description of preferred embodiments

The present invention describes a method for reducing the amount of memory needed when transferring data coming from several data lines over a common TDM bus. It also makes it possible to obtain very short data delays through the node.

According to the present invention, by setting a restriction on the total bandwidth possible to transmit through the node (which is less than the maximum bandwidth for one line multiplied by the number of lines) and also introducing dynamically allocable memories, schedulers and FIFOs (illustrated in figure 3) it is possible to reduce the amount of needed memory.

The FIFOs have two main functions. First, they take up jitter and wander variations between the line data rates and an internal master synchronisation signal. Second, since not every data line can access the data memories at the same time, FIFOs must be implemented on each line.

On the transmitting side, the data is stored in FIFOs before it is clocked out with the respective serial clock. Either an internal DPLL or external PLL generates the serial clock. The FIFO is by default (and maximum) 64 bits deep, but can be configured by writing to a register.

On the receiving side, the data is clocked into a FIFO by the serial clock before it is transmitted in one burst of data per frame against the scheduler. The FIFO is by default (and maximum) 64 bits deep, but can be configured by writing to a register.

The schedulers are implemented to give all the lines access to the data memories on a regular basis. It is possible to program exactly at which time the scheduler shall request access to the memory for any ports.



By configuring the TDM switch in a so-called "MINIMUM\_DELAY mode" and the scheduler in a special way, very short delays (mainly FIFO delays) through the node (32us for a 2Mbit/s link and 64 bit deep FIFOs) may be achieved.

- 5 The data memory or buffers is dynamically allocated by software. Each line can get the number of memory locations allocated that is required to store the amount of data for the actual bandwidth on the line.

Conventionally, there is one buffer at the receiving side  
 10 for each input line. However, according to the present invention, there is instead one or maximum two buffers for each TDM bus that is being shared between the input lines. This module is responsible for storing data coming from the scheduler, and put it onto the back plane bus in the  
 15 correct timeslots.

In one embodiment of the invention, there are three buses in the back plane, and the data is distributed among them. There are 8192 timeslots available on each bus (66MHz), which makes 24576 timeslots all together. There will be one  
 20 set of memory and so-called connection tables for each bus. The data coming from the scheduler will go to all the memory blocks, while the connection tables are configured by software. This means that redundancy on the back plane may be achieved by making two of the connection tables  
 25 identical. In this way two of the buses are holding the same data. The concept of connection tables will be explained later.

The physical size of the memory blocks may be e.g. 2048 bytes, which means that the system can handle a maximum of  
 30 2048 different bytes per frame. The memories are configured in advance with a pointer value for every active port.

The pointer value holds the address where the first byte in a frame is supposed to be stored. This address is loaded

into a local pointer at the start of a new frame, and the pointer is incremented after data has been written to this address. The memory can be shared by 32 different ports, but can also be occupied by only one. This concept is shown in figure 4. The buffers with their connection tables and TDM buses are illustrated in fig. 5. In this embodiment, there are three connection tables with 8192 entries each. Each entry has one address field and one control field. The address field points to the location in memory where the data can be found, while the control field holds information about e.g. if the current timeslot is enabled, if it is a minimum delay timeslot etc.

When reading data from the memories to the TDM bus, a timeslot counter is used to index the connection tables. The counter is synchronized to the bus clock, and is incremented along with the timeslots in the back plane. The back plane bus can transfer three different bytes at a time, so the current connection table entry will relate to timeslots  $x$ ,  $x+1$ , and  $x+2$  in parallel.

The main function of the scheduler at the receiving side is to transfer data from the FIFOs into the buffers. In that respect, the scheduler uses a round-robin scheme on the transfer request register to check which ports requesting to transfer data.

Information about which ports are active is stored in the RXSC\_ACTP register. Only active ports will be considered in the round-robin scheme. The port with the smallest port number is served first.

When a port has been served (a byte data has been transferred to the buffer), the request bit in the RXSC\_TREQ register is cleared, and the scheduler tells the buffer and the FIFO that the transaction is completed.



Every time the scheduler receives a frame strobe, the timers for the active ports will automatically set their associated RXSC\_TREQ-register-bit to '1'. This will force the scheduler to transfer all the headers before it begins to transfer data.

When the scheduler transfers data from a port to the buffer, it also sends the port address of the port currently transferring data. The port address is a number between 1 and 32, representing the number of the port.

According to the present invention, the scheduler uses timers, one for each line. These timers are individually programmable, and defines when a byte from the memory should be transferred to a serial line (TX direction), or when a byte from the lines should be transferred to the memory (RX direction).

When several lines request a data-transfer at the same time, a round-robin scheduler algorithm is used to serve the requests.

There are 32 timers in the scheduler, one for each port. These timers are individually programmable, and defines when a byte from a serial port are to be written into a buffer.

According to a preferred embodiment of the invention, four registers control each timer. These are called RX\_NUMBER, RX\_OFFSET, RX\_DISTANCE and RX\_DISTANCE\_RESOLUTION.

RX\_NUMBER is defined as the number of bits (excluding the header) to be transferred from a port to the buffer during one frame. This number is a function of the bit rate of the port (PORT\_BIT\_RATE). A port running at a 45Mb/s bit rate, will need to transfer 5625 bit per frame; while a port running at a 8Mb/s bit rate, will need to transfer 1024 bit per frame.

$$NUMBER = 125\mu s \cdot PORT\_BIT\_RATE$$

RX\_OFFSET is defined as the number of clock cycles from frame start to the first transfer. This number is a function of RX\_DISTANCE, RX\_NUMBER and the distance from the last transferred byte to the end of the frame (EOF\_DIST). The minimum number for RX\_OFFSET is 10, but must be at least  $3 + (2 \times (\text{number of active ports}))$ . Note that RX\_OFFSET is the transfer of the first byte after the header, unlike in the scheduler at the transmitting side, where TX\_OFFSET is the header transfer.

RX\_DISTANCE is the number of clock cycles of the system clock, between each transfer. This number is a function of the OFFSET, the NUMBER and the EOF\_DIST.

$$DISTANCE = \frac{MAX\_TF - OFFSET - EOF\_DIST}{NUMBER/8}$$

$$MAX\_TF = 125\mu s \cdot 131.072MHz$$

15

The RX\_DISTANCE\_RESOLUTION holds a six-bit resolution for the distance. A higher resolution than 1 clock cycle is needed for high-speed ports. As an example the distance for a 45Mbit port must be 22,625 and not 22 or 23. This is accomplished by setting RX\_DISTANCE to 22 and RX\_DISTANCE\_RESOLUTION to 0,625.

The size of the FIFO will preferably be affected by these parameters, and vice versa. If RX\_OFFSET or EOF\_DIST are small, the RX\_DISTANCE will be large and the FIFO size will be small; but if RX\_OFFSET and/or EOF\_DIST are large, the RX\_DISTANCE will be small and the FIFO size will be large. Figure 6 shows the parameters related to a frame.

With these four parameters it is possible to control exactly when the data is to be transferred from a port to

the buffer. Figure 7 shows an example where 3 bytes are transferred at timeslot 100, 110 and 120.

Each timer sets a bit in a transfer request register (RXSC\_TREQ), telling the scheduler that the port is ready to transfer data.

Until now, only the receiving side of the switch is described. However, there is a similar memory/scheduler concept on the transmitting side of the switch. The buffers on the transmitting side and the corresponding connection table are shown in figure 8. These modules are responsible for storing data coming from the back plane bus, and pass it on to the scheduler by request.

As already mentioned, in this embodiment, there are three buses in the back plane, and each of them can have 8192 timeslots (66 MHz). This makes 24576 timeslots all together. The data coming from the back plane will go to one large memory, and a connection table then addresses this memory.

The connection table contains addresses and control bits. The addresses are used to point to locations in the large memory, while the control bits can be used to set a minimum delay.

The size of the connection table is set to be 2048 bytes, which means that the system can handle a maximum of 2048 different bytes per frame. The connection table is configured in advance with a size parameter and a pointer value for every active port. The pointer value holds the address where the first memory address can be found. This pointer value is loaded into a local pointer at the start of a new frame, and the pointer is incremented after data has been fetched from the location the pointer is addressing. The connection table can be shared by 32

different ports, but can also be occupied by only one. The size parameter controls the connection table allocation.

A timeslot counter is used to index the large memory when fetching data from the back plane bus. Since there are three buses, three data bytes have to be fetched in parallel.

There is also a scheduler at the transmitting side from the buffers to the FIFOs at the transmitting side. This scheduler also uses a round-robin scheme on the transfer request register to check which ports requesting to transfer data.

There are 32 timers in the scheduler, one for each port. These timers are individually programmable, and defines when a byte from a buffer should be transferred to a serial port.

If several ports request a data-transfer at the same time, a round-robin scheduler algorithm is used to serve the requests.

The scheduler uses a round-robin scheme on the transfer request register to check which ports want to receive data. Information about which ports are active is stored in the TXSC\_ACTP register.

Only active ports will be considered in the round-robin scheme. The port with the smallest port number is served first.

When a port has been served (a byte data has been transferred to the buffer of the port), the request bit in the TXSC\_TREQ register is cleared.

When the scheduler is ready to transfer data from the buffer it sets up the port address for the port that wants

to receive data, and sends this address to the buffer. The port address is a number between 1 and 32, corresponding to the number of ports. The scheduler also sends a read signal to the buffer to tell it when it should write out the data on the 8-bit bus.

There are 32 timers in the scheduler, one for each port. These timers are individually programmable, and defines when a byte from a serial port are to be written into a buffer. The timing in the scheduler is not dependent on the bus frequency. It is only dependent on the system clock.

According to a preferred embodiment of the invention, four registers control each timer. These are called TX\_NUMBER, TX\_OFFSET, TX\_DISTANCE and TX\_DISTANCE\_RESOLUTION.

When the timer reaches the TX\_OFFSET value, the timer will automatically set its associated TXSC\_TREQ-register-bit to '1'. This will force the scheduler to transfer the header before it begins to transfer data.

When the scheduler has transferred data to a port, it clears the TXSC\_TREQ-register-bit for this port and tells the FIFO that the transaction is completed.

TX\_NUMBER is defined as the number of bits (excluding the header) to be transferred from a buffer to a port during one frame. This number is a function of the bit rate of the port (PORT\_BIT\_RATE). A port running at a 45Mb/s bit rate, will need to transfer 5625 bit per frame; while a port running at a 8Mb/s bit rate, will need to transfer 1024 bit per frame.

$$NUMBER = 125\mu s \cdot PORT\_BIT\_RATE$$

TX\_OFFSET is the number of cycles from a frame start to the first transfer. This number is a function of TX\_DISTANCE, TX\_NUMBER and the distance from the last transferred byte

to the end of the frame (EOF\_DIST). TX\_OFFSET is also dependent on whether the port is running in a minimum delay mode or a constant delay mode. In the case of minimum delay the minimum number for TX\_OFFSET is a product of the actual delay from the receiving to the transmitting scheduler, but for regular mode the OFFSET can be set to minimum one.

Note that TX\_OFFSET is the header transfer, unlike in the receiving side, where RX\_OFFSET is the first byte after the header.

10 In scheduler-loop mode the TX\_OFFSET is the first byte after the header and need to be set up with the same value as the RX\_OFFSET register.

15 It is preferred that all TX\_OFFSETS in a minimum delay are set to different values. It is also recommended that the data for a port be spread out equally across the frame to avoid under- or overflow in the FIFOs.

TX\_DISTANCE is the number of clock cycles of the system clock, between each transfer. This number is a function of TX\_OFFSET, TX\_NUMBER and the EOF\_DIST.

$$20 \quad \text{DISTANCE} = \frac{\text{MAX\_TF} - \text{OFFSET} - \text{EOF\_DIST}}{\text{NUMBER} / 8}$$

$$\text{MAX\_TF} = 125 \mu\text{s} \cdot 131.072 \text{MHz}$$

25 TX\_DISTANCE\_RESOLUTION holds a six-bit resolution for the distance. A higher resolution than 1 clock cycle is needed for high-speed ports. As an example the distance for a 45 Mbit port must be 22,625 and not 22 or 23. This is accomplished by setting TX\_DISTANCE to 22 and TX\_DISTANCE\_RESOLUTION to 0,625.

30 The size of the FIFO in the TX FRAME module will be affected by these parameters and vice versa. If OFFSET or EOF\_DIST are small, the DISTANCE will be large and the FIFO



size will be small; but if OFFSET and/or EOF\_DIST are large, the DISTANCE will be small and the FIFO size will be large.

With these four parameters it is possible to control exactly when the data is to be transferred from a buffer on the transmitting side to the ports. Each timer sets a bit in a transfer request register (TXSC\_TREQ), telling the scheduler that the port is ready to accept new data.

The present invention may work either in a minimum delay mode or a constant delay mode. The minimum delay mode may e.g. be used in cases where the frames from a certain input line does not have to arrive at the transmitting side in the same order as they arrived at the receiving side. For achieving minimum delay, the register values may be configured by means of the following algorithm.

1. Find the NUMBER value by dividing the ports speed by 8000. If the port speed is 34,368Mbit/s then NUMBER shall be  $34.368.000 / 8000 = 4296$ . This number indicates the number of bits transferred each frame.

2. Find the DISTANCE (registers DIST, DISTRs) value by dividing 131072 (system clock speed) by the (NUMBER + 8). If NUMBER is 4296 then DISTANCE shall be  $131072 / (4296 + 8) = 30,453531$ . This value can be represented by the binary representation  $11101,011101 = 16+8+4+1+0.25+0.125+0.0625+0.015625=30,453125$  which is very near 30,453531. The registers DIST and DISTRs shall then both have the values 30 (11101) (DIST, DISTRs).

3. The RX\_OFFSET value should be set to  $3 + 2 \times N$  (N=number of active ports). If e.g. 8 ports are used, then RX\_OFFSET should be set to  $3 + 2 \times 8 = 19$

4. The TX\_OFFSET value is given by  $131072 - \text{NUMBER} \times \text{DISTANCE} - \text{RX\_OFFSET} - 64 - 20$ . Lets say NUMBER=4296, DIST=30, DISTR=30, RX\_OFFSET=19 then TX\_OFFSET should be  $131072 - 4296 \times 30,453125 - 19 - 64 - 20 = 142$ .
- 5 The numbers 64 and 20 corresponds to time for header transfer and time margin, respectively, because of asynchronous clock domains.

10 In addition to select between minimum delay and constant delay for any timeslot, the connection tables at the receiving side are used to set up a connection from the input ports to the TDM timeslots. The connection table on the transmitting side sets up a connection from the TDM timeslots to the output ports. The following algorithm may be used to configure these tables.

- 15 Find the TDM timeslot as described below. In the address field in the connection table of the receiving side indicated by the TS\_NUMBER(ts) write the value ts. In the address field in the connection table of the transmitting side indicated by ts, write the value TS\_NUMBER(ts).
- 20 By using the scheduler configuration described above, the following can be used to select TDM timeslots for a minimum delay connection.

$$\text{TS\_NUMBER}(ts)_{\min} = (\text{RX\_OFFSET} + 64 + 6 + \text{DISTANCE} \times ts) \times \text{ct\_clk}(\text{freq}) / 131072000$$

$$\text{TS\_NUMBER}(ts)_{\max} = (\text{TX\_OFFSET} - 6 + \text{DISTANCE} \times ts) \times \text{ct\_clk}(\text{freq}) / 131072000$$

- 25 With the number found above, and ct\_clk frequency = default TDM bus frequency we get the following min and max values:

$$\text{TS\_NUMBER}(ts)_{\min} = (19 + 64 + 6 + 30,453125 \times ts) \times 3 \times 43,691 / 131,072 = 99 + 10,151042 \times ts$$

$$\text{TS\_NUMBER}(ts)_{\max} = (142 - 6 + 30,453125 \times ts) \times 3 \times 43,691 / 131,072 = 136 + 10,151042 \times ts$$

Where  $ts$  is the serial bit stream timeslot number and  
 TS\_NUMBER is the TDM-bus timeslot number on one of the  
 three TDM-buses. TS\_NUMBER shall be rounded down to the  
 nearest integer value. The ideal selection of TS\_NUMBER( $ts$ )  
 5 is in the middle between TS\_NUMBER( $ts$ )<sub>min</sub> and  
 TS\_NUMBER( $ts$ )<sub>max</sub>.

The combination of a round robin scheduler connecting  
 several data lines with FIFOs to a common memory make it  
 possible to dynamically allocate the memory needed for each  
 10 line. This reduces the amount of needed memory. The  
 scheduler also reduce the need of large FIFOs since the  
 scheduler give each port access to the data memory on a  
 regular basis. It also makes it possible to transfer data  
 through the node with very short delays. Typical delays for  
 15 a 2Mbit/s in minimum delay mode are 32us against 300us in  
 constant delay mode.

An example of data RAM saving at the receiving side is  
 discussed below.

Consider three requirements:

- 20 1. It shall be possible to connect 32 lines to the  
 memory
2. Each line shall have the possibility to be configured  
 for data rates from 64kbit/s to 45Mbit/s
3. The total capacity for the node need to be at least  
 25 64Mbit/s

Without a dynamically allocated memory concept about 700  
 bytes (needed for 45Mbit/s) of memory for each line would  
 have to be allocated to store one frame of data. This means  
 32 x 700 bytes = 22.400 bytes per frame. With a dynamically  
 30 allocation scheme we only need to allocate memory according

to the total capacity which is about 1.000 bytes per frame  
(needed for 64Mbit/s).

The main advantages with the present invention are that it  
provides a better utilization of buffer memory, and that it  
5 requires shorter FIFOs on both sides.

In addition to reduce the required amount of data storage,  
the scheduler gives each port access to the data memory on  
a regular basis so that only small FIFOs are needed.

Also, by setting up the scheduler parameters in a special  
10 way it is possible to obtain very short delays through the  
TDM switch. The total delays through the node may be mainly  
reduced to the FIFO delays.

Finally, the present invention allows for both structured  
modus (the bytes in transfer on the time slot buses are  
15 identifiable) with constant delay and dependent timing, and  
for unstructured modus with minimum delay and both  
independent and dependent timing. This contributes to make  
the invention very useful and unique.

The present invention is of principal character and  
20 describes streaming of data. The invention will therefore  
be of interest within other areas other than those  
described here.

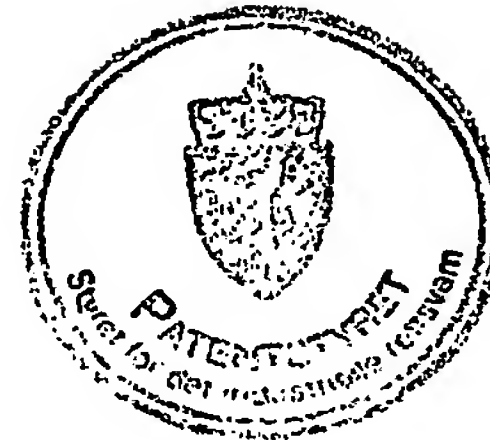
Abbreviation & References

FIFO First In First Out

RX Receive direction (from local TDM bus to back plane TDM bus)

s TX Transmit direction (from back plane TDM bus to local TDM bus)

[1] ETO/M/N/A-97:616; Synchronous Digital Switch;  
Reidar Schumann Olsen



## P a t e n t . . c l a i m s

1. An arrangement applied to a node in a communication network, said node comprising one or more time slot buses transferring frames from a number of serial input lines located on a receiving side of the node to a number of serial output lines located on the transmitting side of the node, the serial input/output lines each having one respective FIFO into/from which bits corresponding to the associated serial line are shifted,  
c h a r a c t e r i z e d i n

one or two data buffers for each time slot bus at the receiving side buffering the frames from the input lines before transmission, the data buffer being shared between all the input lines by means of respective pointers  
allocating one memory area in the data buffer for each of the input lines,

a scheduler consecutively checking the input lines for data transfer requests, and if a data transfer request exists, transferring one or more data byte(s) associated with the input line corresponding to the data transfer request to the data bus buffer,

a timer for each input line indicating the time at which data transfer requests for the respective input line are to occur.

2. Arrangement according to claim 1,  
c h a r a c t e r i z e d i n that a pointer contains a data bus address of the first bite of the data area it is allocating.

3. Method according to claim 1 or 2,  
c h a r a c t e r i z e d i n that there is one connection table for each time slot bus at the receiving side, each entry in the connection table contains at least



a data bus address pointing to a byte in the associated data buffer, the entries are arranged in the same order as their corresponding bytes are to be transferred on the data bus, and a counter, synchronized to a clock used by the time slot bus for transmission of timeslots, indicates which byte in the associated data buffer that presently is to be read out from the data bus buffer into a time slot in the associated data bus by indexing the entries of the connection table.

4. Arrangement according to any of the preceding claims, characterized in that the scheduler is checking the input lines for data transfer requests by using a round-robin scheme on a transfer request register containing one entry for each input line indicating if a data transfer request for the respective input lines exists.

5. Arrangement according to any of the preceding claims, characterized in that the time at which data transfer requests for an input line are to occur is dependent on the number of data bits to be transferred from the input line to the data bus buffer during one frame, the number of clock cycles from the header of a frame to the first data transfer request, the average number of clock cycles between each transfer, and the resolution for the average number of clock cycles between each transfer.

6. Arrangement according to any of the preceding claims, characterized in that frames may be transmitted through the time slot buses either in a minimum delay modus or in a constant delay modus, in case of minimum delay, bytes from an input line are transferred over a time slot bus in the same order as they arrived the input line, and in the case of constant delay, bytes in transfer on a time slot bus are identifiable and bytes from an input line may be transferred over a time slot bus in an order different from the order they arrived the input line.

7. An arrangement applied to a node in a communication network, said node comprising one or more time slot buses transferring frames from a number of serial input lines located on a receiving side of the node to a number of serial output lines located on the transmitting side of the node, the serial input/output lines each having one respective FIFO into/from which bits corresponding to the associated serial line are shifted,  
c h a r a c t e r i z e d i n

10 one or two data buffers for each time slot bus at the transmitting side buffering the frames from the one or more time slot buses before forwarding to the output line, the data buffers being shared between all the output lines by means of respective pointers allocating one memory area in  
15 a connection table for each of the output lines, each entry in the connection table contains at least a data bus address pointing to a byte in one of the data buffers, the entries are arranged in the same order as their corresponding bytes are to be transferred to an output  
20 line,

a scheduler consecutively checking the output lines for data transfer requests, and if a data transfer request exists, transferring one or more data byte(s) associated with the output line corresponding to the data transfer  
25 request from one of the data bus buffer to that output line,

a timer for each output line indicating the time at which data transfer requests for the respective output line are to occur.

30 8. Arrangement according to claim 7,  
c h a r a c t e r i z e d i n that a pointer contains a connection table address of the first entry in the data area it is allocating.

9. Arrangement according to any of the preceding claims, characterized in that the scheduler is checking the output lines for data transfer requests by using a round-robin scheme on a transfer request register containing one entry for each output line indicating if a data transfer request for the respective output lines exists.

10. Arrangement according to any of the preceding claims, characterized in that the time at which data transfer requests for an output line are to occur is dependent on the number of data bits to be transferred from a data bus buffer to the output line during one frame, the number of clock cycles from a frame start to the first data transfer request, the average number of clock cycles between each transfer, and the resolution for the average number of clock cycles between each transfer.



**A b s t r a c t**

The present invention discloses an arrangement providing a better utilization of the bus buffer memory in a data node, e.g. a switch. By using one scheduler on both sides of the switch and one timer for each output and input lines in an inventive way for transferring data to and from the time slot buses in the switch, the memory recourses therein are utilized in a more optimal way. Also, the present invention. Also, by setting up the scheduler parameters in a special way it is possible to obtain very short delays through the TDM switch. The present invention allows for both structured modus (bytes in transfer on the time slot buses are made identifiable) with constant delay and dependent timing, and for unstructured modus with minimum delay and both independent and dependent timing. This contributes to make the invention very useful and unique.



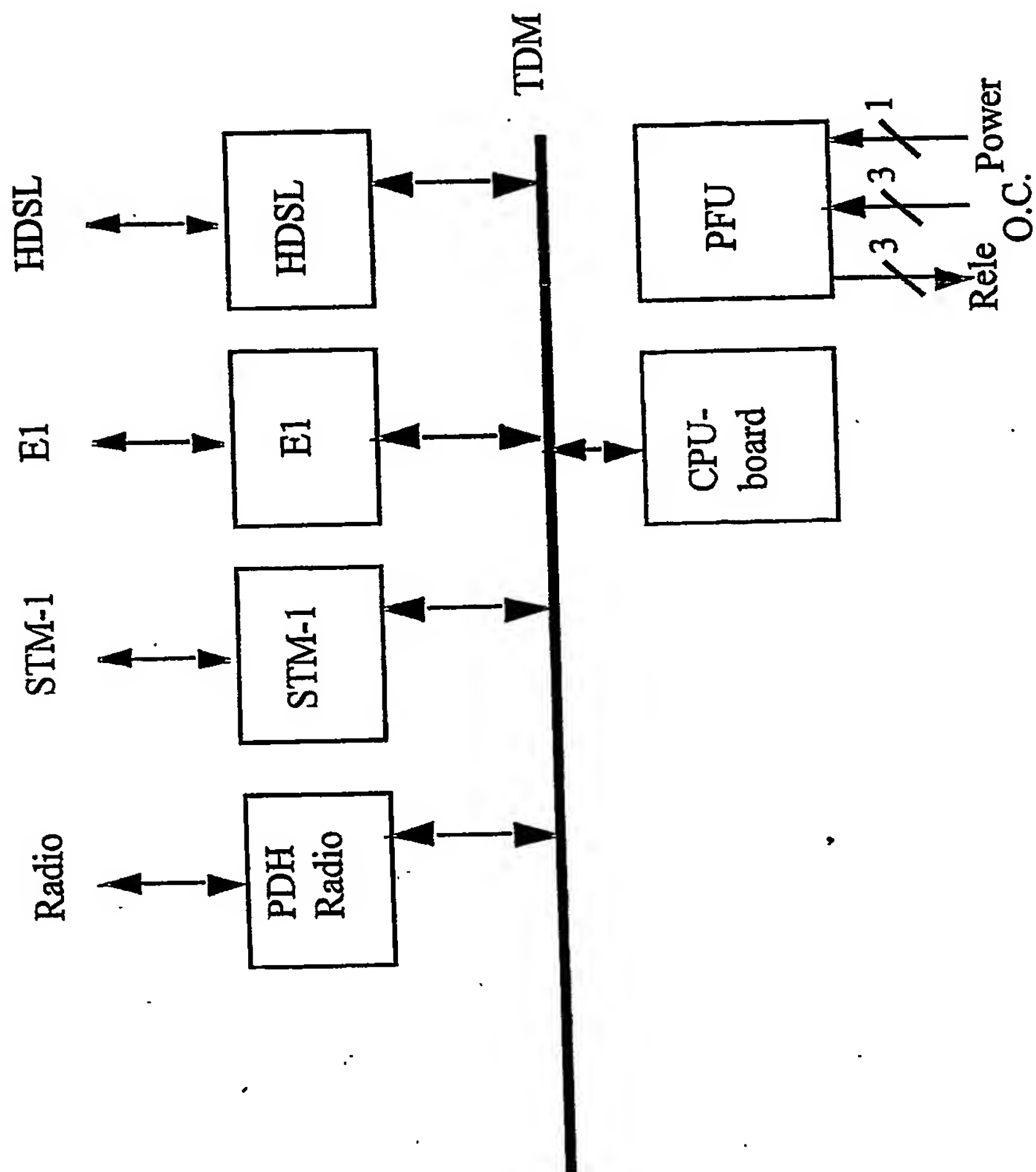


Figure 1



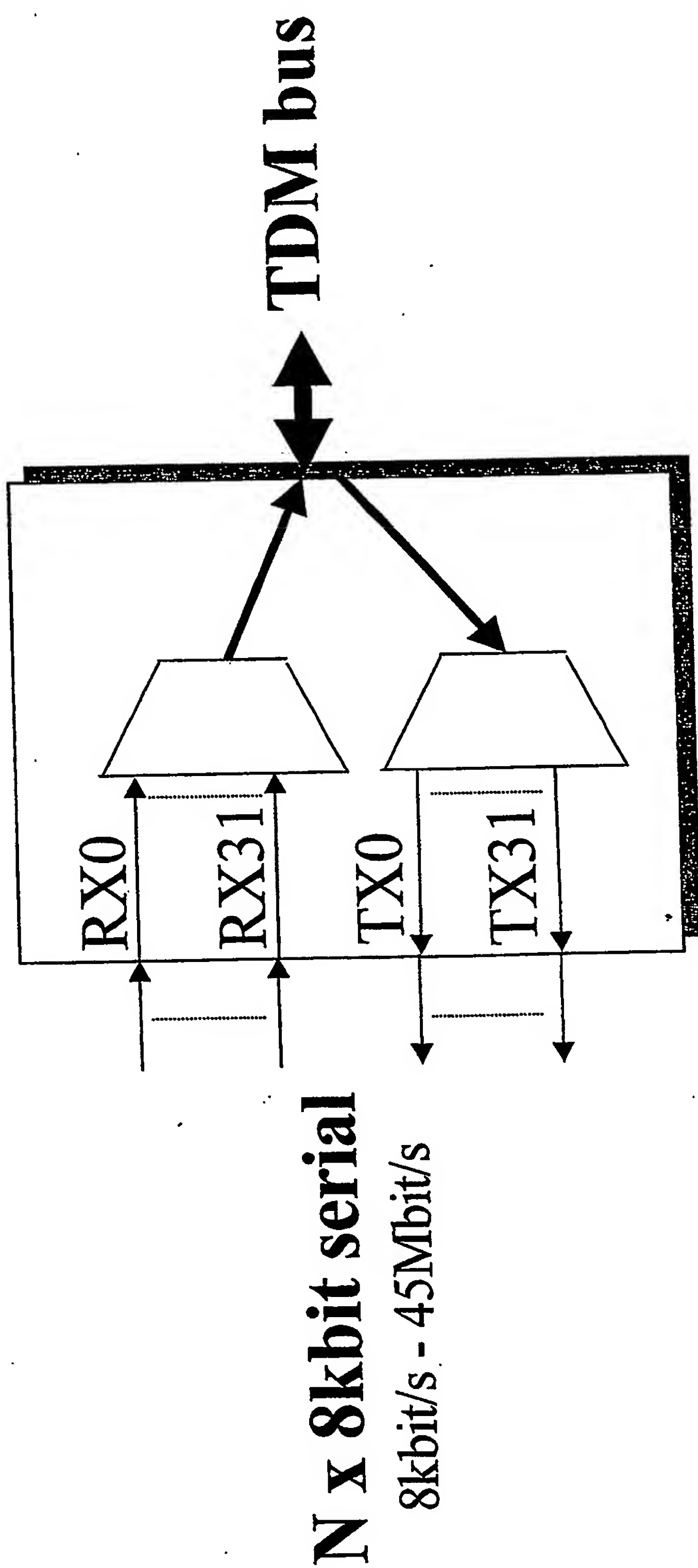
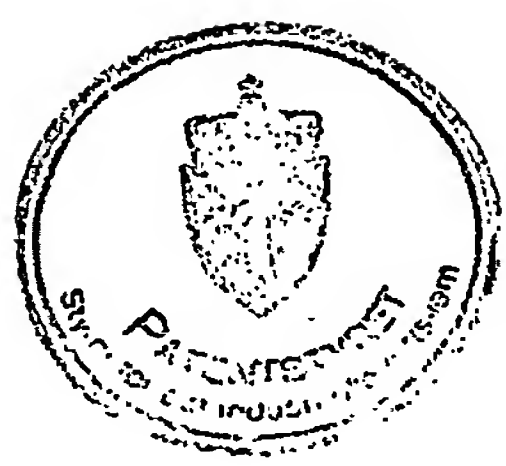


Figure 2





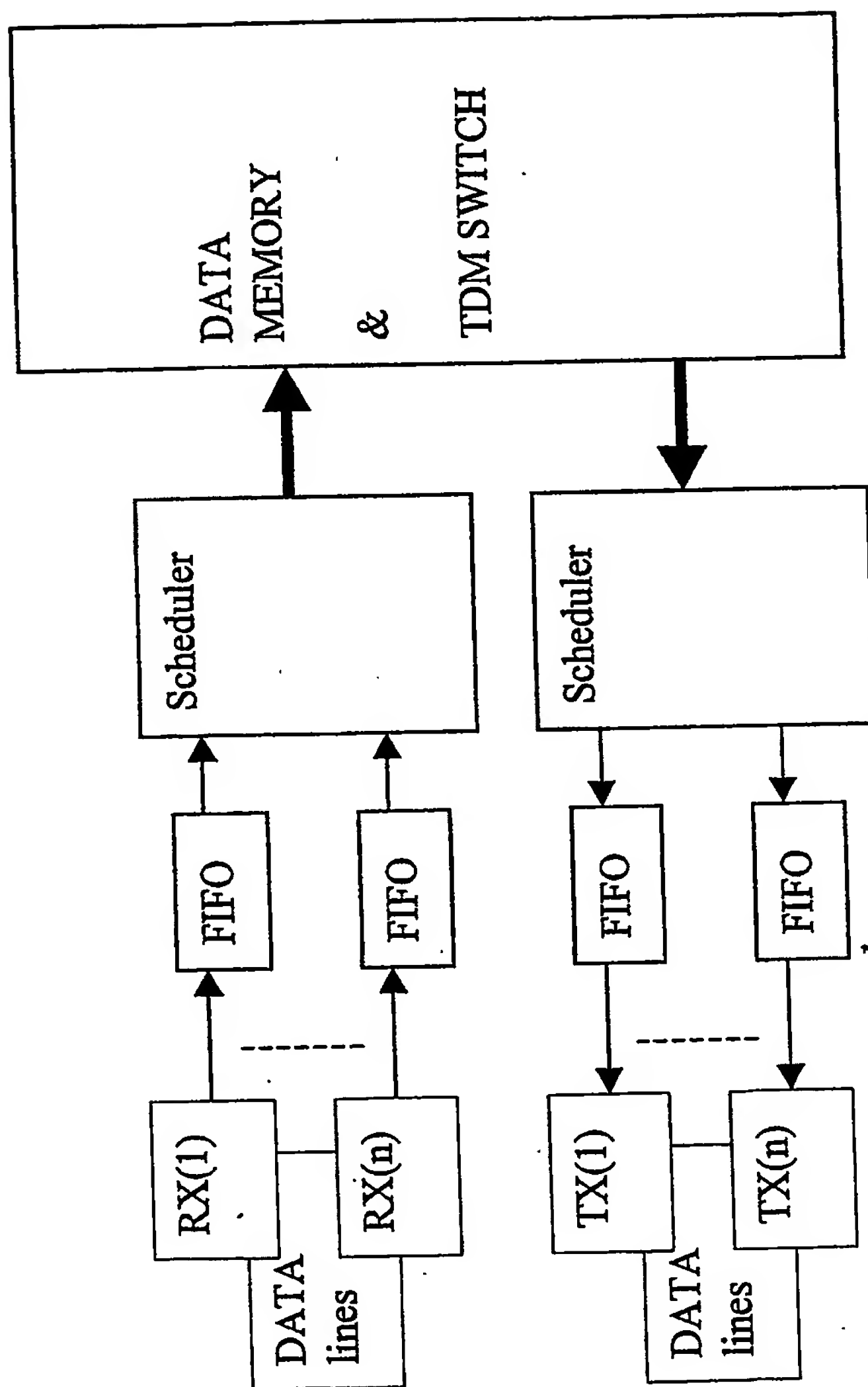


Figure 3



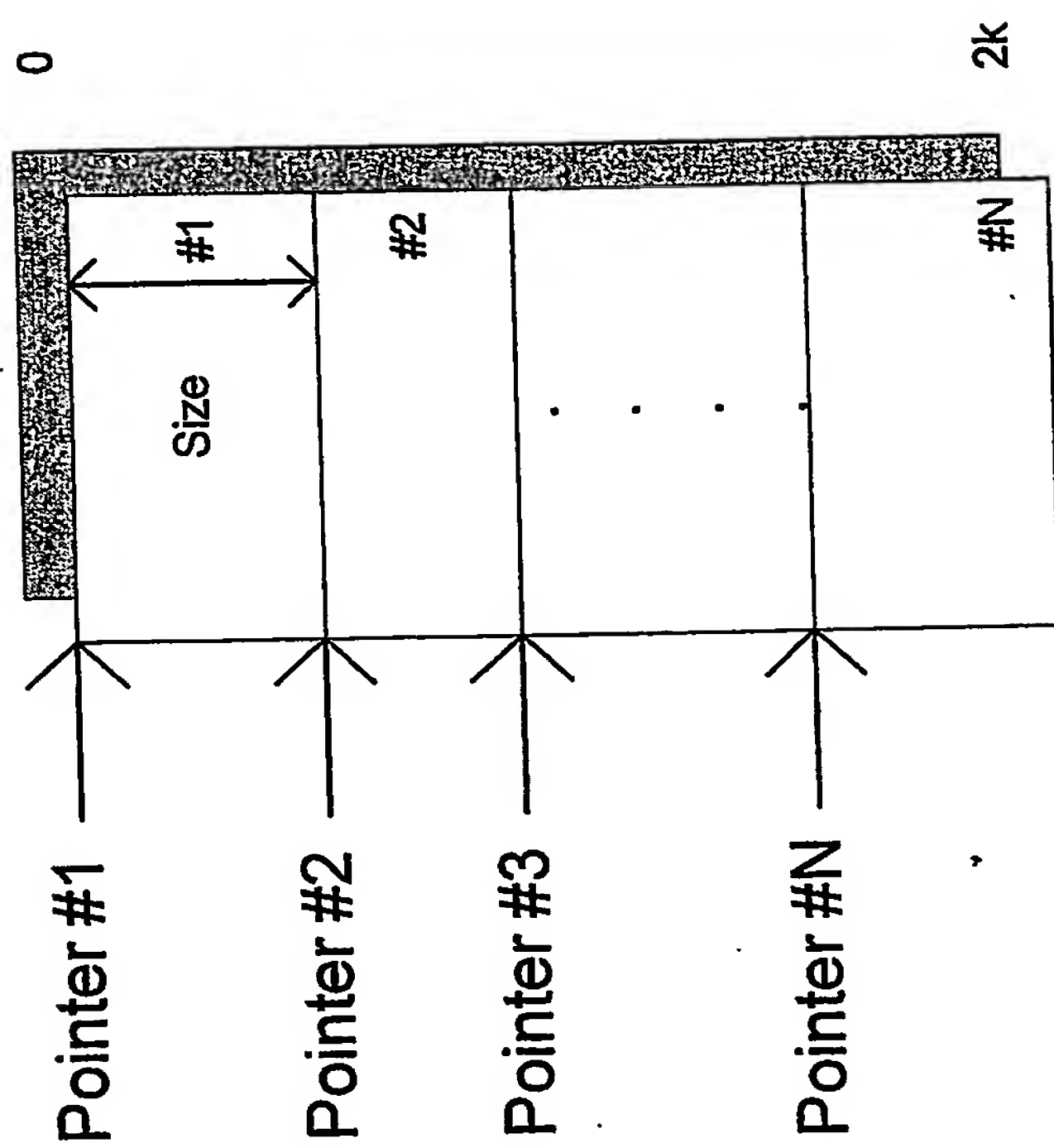


Figure 4



5/8

Address = 11 bit      Ctrl = 2 bit

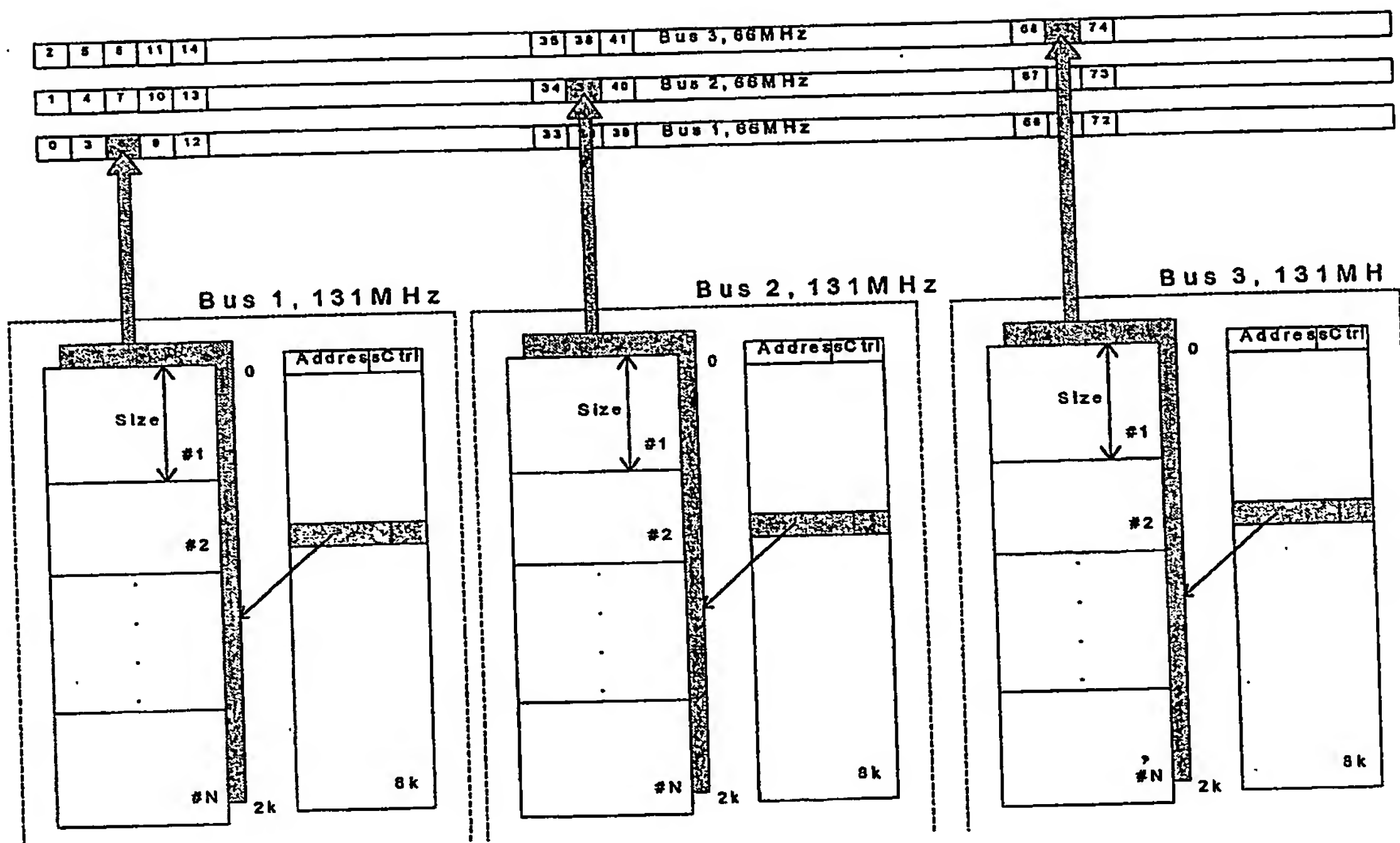
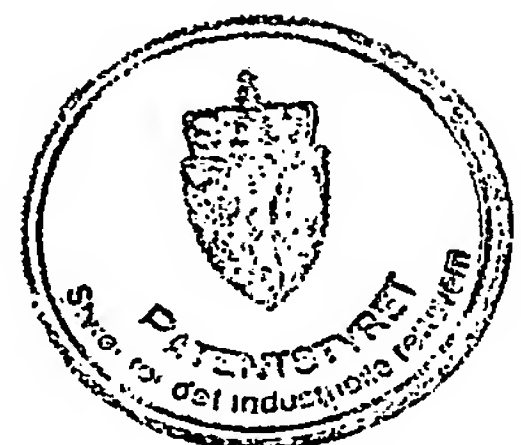


Figure 5



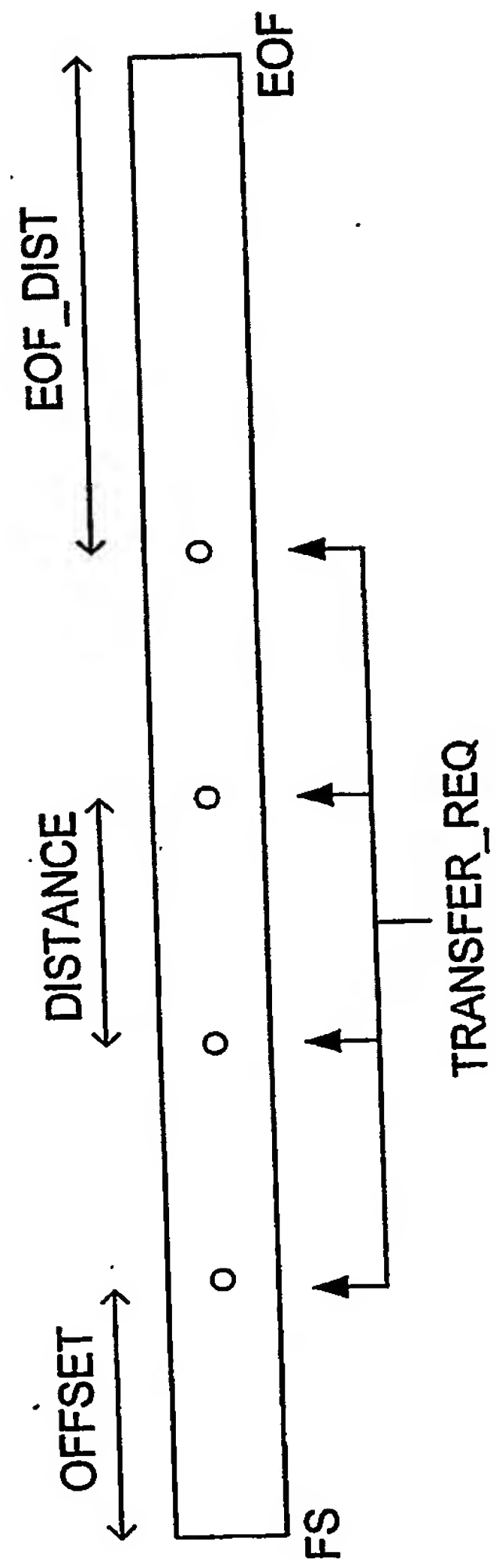


Figure 6



OFFSET=100, NUMBER=24, DISTANCE=10

FS

1	2	....	100	....	110	....	120	.....	Max TS
---	---	------	-----	------	-----	------	-----	-------	--------



Figure 7

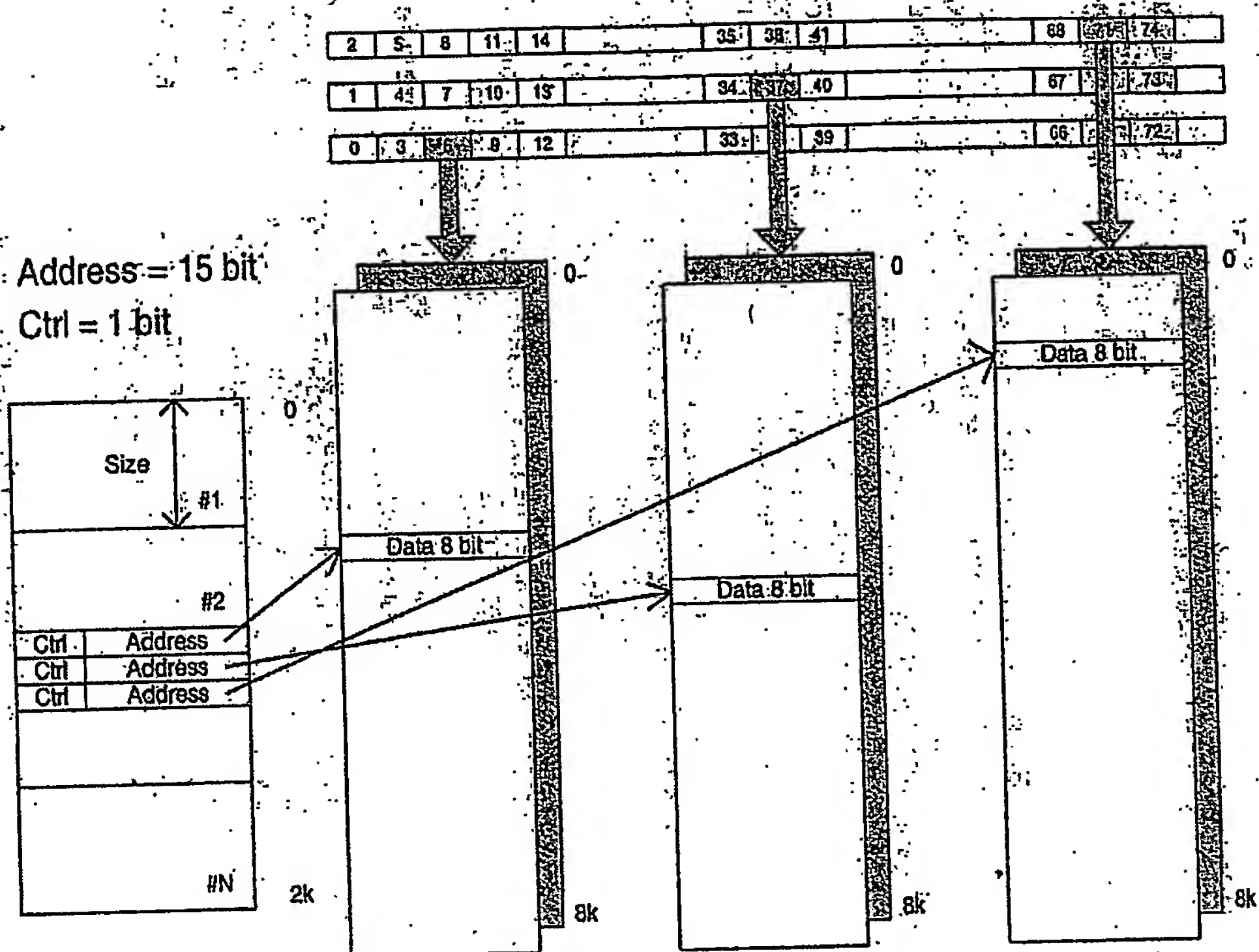


Figure 8

